This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims**

1-18 (Cancelled)

19. (Currently Amended) A gaming system ~~machine~~ comprising:

a network server, comprising:

a network server controller comprising a processor and a memory operatively coupled to the processor, the network server controller configured to:

monitor game performance data of a gaming machine, wherein the game performance data comprise one or more of coin-in, coin-out, or amount bet per game;

check at least one update trigger, wherein the at least one update trigger comprises a condition based upon one or more of the coin-in, coin-out, or amount bet per game;

determine that the condition of the at least one update trigger is satisfied by the game performance data,

wherein the condition is satisfied when one or more of the coin-in, coin-out, or amount bet per game are within a predetermined range of values;

when the condition is satisfied by the game performance data, identify second game software components, wherein the second game software components enable a second game to be played on the gaming machine and are selected based upon the game performance data that satisfies the trigger;

establish communications with the gaming machine;

bundle the second game software components; and

send the second game software components to the gaming machine;

the gaming machine, comprising:

a display unit capable of generating video images;

a value input device;

[[a]] first ~~combination of~~ game software components~~, said first combination comprising a plurality of game software components~~ including first game graphics, first game sounds, and game system components, wherein the game system components comprise software modules [[used]] configured to provide system functions on the gaming machine;

a master gaming controller <u>comprising a processor and a memory operatively</u> <u>coupled to the processor, the master gaming controller</u> ~~designed or~~ configured to present a <u>first</u> game on the gaming machine using the first ~~combination of~~ game software components;

a network interface <u>configured to</u> [[for]] communicat<u>e</u>[[ing]] with ~~a remote~~ <u>the</u> <u>network</u> server and <u>to</u> receiv<u>e</u>[[ing]] <u>the second</u> game software components from ~~said remote~~ <u>the</u> <u>network</u> server including second game graphics and second game sounds;<u> and</u>

processor logic [[for]] <u>configured to</u> combin<u>e</u>[[ing]] <u>the first</u> game software components ~~from said first combination~~ including the <u>first</u> game system components with <u>the</u> <u>second</u> game software components received from [[said]] <u>the</u> remote server to generate ~~a second~~ ~~combination of~~ <u>third</u> game software components including the game system components, the second game graphics<u>,</u> and the second game sounds[[;]]<u>, the processor logic further operable to</u> ~~wherein said second combination is used to~~ present [[a]] <u>the second</u> game on the gaming machine <u>using the third game software components</u> .

20. (Original) The gaming machine of claim 19, further comprising: a memory storing a plurality of game software components.

21. (Original) The gaming machine of claim 20, wherein the memory is selected from the group consisting of an EPROM, a flash memory a ROM, a RAM, a CD, a DVD, a tape drive, a hard drive and a non-volatile memory.

22. (Currently Amended) The gaming machine of claim 20, wherein at least one of the plurality of game software components stored in said memory is [[used]] <u>configured</u> to generate the second combination game software components.

23. (Original) The gaming machine of claim 19, further comprising: a memory storing game software version information for a plurality of game software components.

24. (Original) The gaming machine of claim 19, wherein the remote server is a gaming terminal data repository.

25. (Original) The gaming machine of claim 19, further comprising: a firewall.

26. (Original) The gaming machine of claim 19, wherein the game software components are

selected from the group consisting of game system components, game paytables, game bonusing, game progressives, game graphics, game sounds, game jurisdiction information, game networking components.

27. (Original) The gaming machine of claim 19, wherein the network interface is a wireless network interface or a wired network interface.

28. (Original) The gaming machine of claim 19, wherein the network interface is configured to allow connection of the gaming machine to an internet network or an intranet network.

29. (Original) The gaming machine of claim 28, wherein the intranet network is selected from the group consisting of a cashless system network, a progressive game network, an accounting network and a bonus game network.

30. (Original) The gaming machine of claim 19, wherein the game is a video bingo game, a video lottery game, a video black jack game, a video slot game, a mechanical slot game, a video poker game, a video keno game, a video pachinko game, a video game of chance and a video card game.

31. (Original) The gaming machine of claim 19, further comprising: a modem.

32. (Currently Amended) In a remote server, a method of modifying game play on a plurality of gaming machines, the method comprising:

 monitoring game performance including coin-in of a first game played on a gaming machine;

 checking at least one update trigger, wherein the at least one update trigger comprises a game event, a game performance event, a player input, or a combination thereof;

 determining that a configuration update has been triggered based upon at least the update triggers and the game performance of the first game;

 establishing communications with the gaming machine;

when the configuration update has been triggered, identifying one or more game software components for the configuration update on the gaming machine that enable a second game to be played on the gaming machine;

bundling the game software components; and

sending the game software components to the gaming machine, wherein said game software components are [[used]] <u>configured</u> to present the second game on the gaming machine.

33. (Original) The method of claim 32, further comprising, prior to sending the game software components, contacting a local ISP and sending the game software components via the local ISP.

34. (Original) The method of claim 32, further comprising, looking up an IP address of said one or more gaming machines.

35. (Original) The method of claim 32, further comprising, encapsulating said game software components in multiple information packets.

36. (Original) The method of claim 32, further comprising encrypting said game software components.

37. (Previously Presented) The method of claim 32, further comprising, generating instructions for configuring the game software components and sending said instructions with said game software components.

38. (Original) The method of claim 32, further comprising: requesting game software component version information from the gaming machines.

39. (Original) The method of claim 32, further comprising: receiving game software component version information from the gaming machine.

40. (Original) The method of claim 32, further comprising: receiving game transaction information from the gaming machines and storing said game transaction information.

41. (Original) The method of claim 40, further comprising: storing said game transaction information according to one or more game data categories.

42. (Original) The method of claim 41, wherein the game data categories are selected from the group consisting of game version data, game data, gaming terminal data, player data, route data and venue data.

43. (Original) The method of claim 40, further comprising: prior to storing said game transaction information, determining access privileges for said game transaction information.

44. (Original) The method of claim 40, further comprising: prior to storing said game transaction information, performing one or more operations on said game transaction information.

45. (Original) The method of claim 40, further comprising: determining a data storage partition from among a plurality of data storage partitions for storing said game transaction information.

46. (Original) The method of claim 45, wherein the plurality of data storage partitions correspond to a plurality of gaming entities.

47-48. (Cancelled)

49. (Original) The method of claim 32, wherein the game is a video bingo game, a video lottery game, a video black jack game, a video slot game, a mechanical slot game, a video poker game, a video keno game, a video pachinko game, a video game of chance and a video card game.

50. (Original) The method of claim 32, wherein the game software components are selected from the group consisting of game system components, game paytables, game bonusing, game progressives, game graphics, game sounds, game jurisdiction information, game networking components.

51. -60. (Cancelled)

61. (Currently Amended) In a gaming machine, a method of updating game software components, the method comprising:

generating a game play on the gaming machine using a first combination of game software components, said first combination of game software components including first game graphics, first game sounds and game system components, wherein the game system components comprise software modules [[used]] <u>configured</u> to provide system functions on the gaming machine;

<u>monitoring game performance including coin-in of a first game played on the gaming machine;</u>

<u>checking at least one update trigger, wherein the at least one update trigger comprises a game event, a game performance event, a player input, or a combination thereof;</u>

<u>determining that a configuration update has been triggered based upon at least the update triggers and the game performance of the first game;</u>

establishing communications with a remote server;

receiving game software components from said remote server including second game graphics and second game sounds;

unbundling said game software components;

generating a second combination of game software components wherein said second combination of game software components comprises game software components from said first combination including the game system components and the game software components received from said remote server including the second game graphics and the second game sounds; and

presenting a game play using the second combination of game software components<u>,</u>

<u>wherein the at least one update trigger further comprises one or more triggers that configure the gaming machine with at least one selected game at a selected time of day corresponding to the preferences of a demographic group, wherein the demographic group comprises individuals who are more likely to play the at least one selected game at the selected time of day than individuals not in the demographic group.</u>

62. (Original) The method of claim 61, further comprising: sending game software component

information to said remote server.

63. (Original) The method of claim 61, further comprising: sending game transaction information to said remote server.

64. (Original) The method of claim 61, wherein the game play is a video bingo game play, a video lottery game play, a video black jack game play, a video slot game play, a mechanical slot game play, a video poker game play, a video keno game play, a video pachinko game play, a video game play of chance and a video card game play.

65. (Original) The method of claim 61, wherein the remote server is a gaming terminal data repository.

66. (Original) The method of claim 61, wherein the game software components are selected from the group consisting of game system components, game paytables, game bonusing, game progressives, game graphics, game sounds, game jurisdiction information, game networking components.

67-70. (Cancelled)

71. (Previously Presented) The gaming machine of claim 61, wherein the game system components further comprise a device driver that provides for communication between the master gaming controller and at least one device controlled by the master gaming controller, including a bill validator, a coin acceptor, a card reader, a speaker, or a combination thereof.

72. (Currently Amended) The gaming ~~machine~~ system of claim 19, wherein the game system components further comprise a device driver that provides for communication between the master gaming controller and at least one device controlled by the master gaming controller, including a bill validator, a coin acceptor, a card reader, a speaker, or a combination thereof.